

https://databank.501st.com/databank/Costuming:TX_deathtrooper#tabber-Version_One

<https://forum.specops501st.com/topic/8319-tookbreakers-death-trooper-completed/>

<https://blasterfactory.com/product/death-trooper-buckle-replica/>

Belt Buckle - aluminum (replace 850 resin cast version) [12.99] ✓

<https://blasterfactory.com/product/deathtrooper-arm-rocket-set-three/>

Arm rocket things - aluminum (replace 850 3d printed version) [84.99] ✓

<https://850armorworks.com/Death-Trooper-Costume-Armor-KIT-p145019948>

Armor - untrimmed / black ABS [599.00] ✓

<https://850armorworks.com/Death-Trooper-Helmet-Kit-p215677717>

Helmet - unfinished / black resin / lense / LED kit [218.00] ✓

<https://www.dropbox.com/scl/fi/d1uf80jhgs16ll0inh9cw/jimmiroquai-R1DT-2024.pdf?rlkey=lhp0942ern4cu759sg6l8ansy&e=1&st=ss11mk16&dl=0>

Undersuit (shirt / pants / boot covers) [370.00] ✓

Belt pouches [25.00] ✗

Potentially belt material [12.00?]

<https://a.co/d/7VjoUrg>

Belt material (roll) [36.18]

<https://www.drmartens.com/us/en/1460-mono-smooth-leather-lace-up-boots-black/p/14353001>

Boots (attempt to find in size on Ebay / second hand for less then 100)

<https://keeptrooping.com/product/killer/>

Boots (option 2) [139.90] ✓

<https://www.jollyrogers1942.com/death-trooper-build-reference.html>

Belt build guide

Boots arrived first, unsure of fit for the cover to hide the laces. It doesn't want to sit flat



Undersuit from Jim tripson arrived with perfect fit.
Due to stock issues Jim refunded me for the belt pouches.



Belt pouches (leather / cloth) re ordered through A&J props

https://www.etsy.com/listing/640477899/?ref=share_ios_native_control

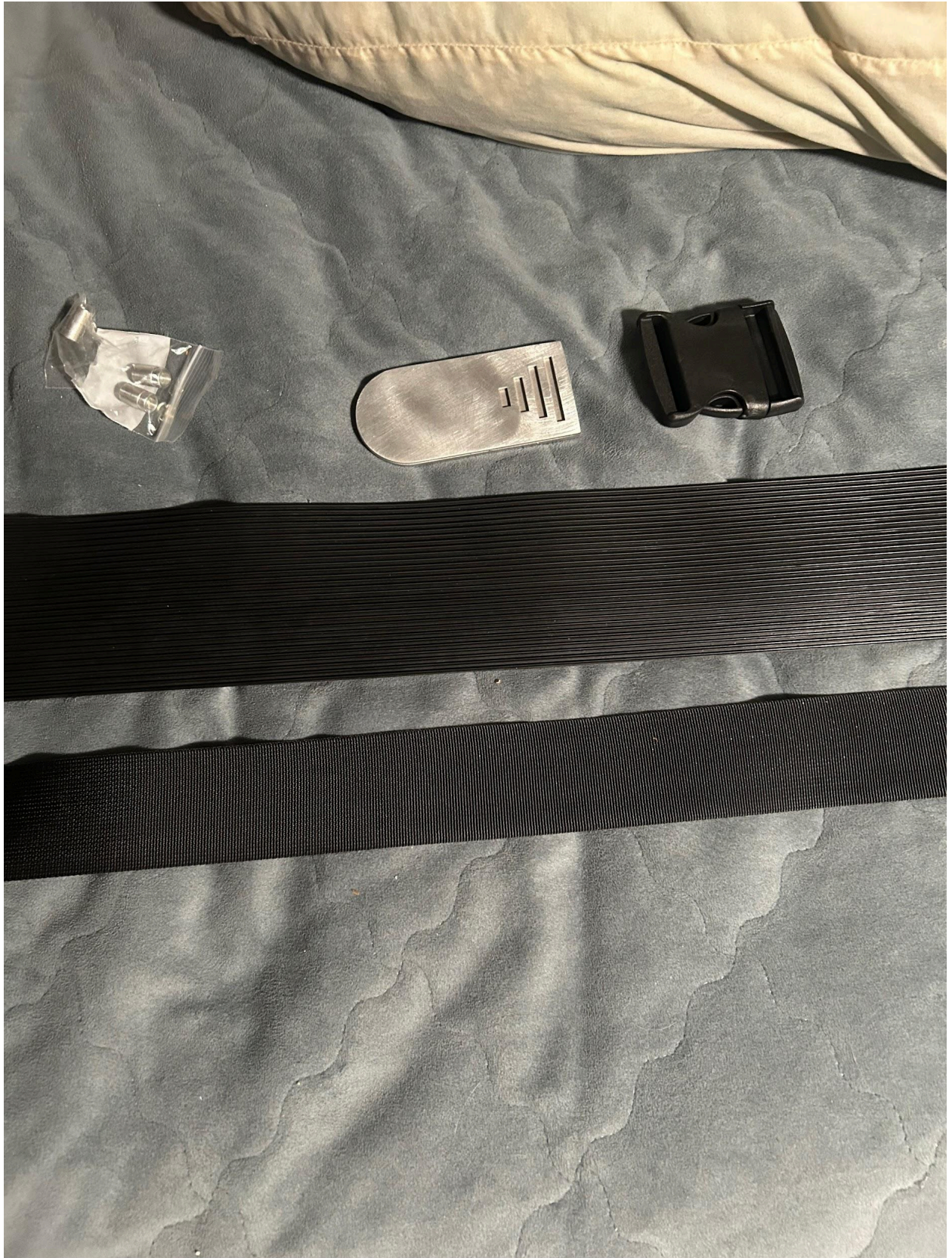
Belt kit ordered same time as belt pouches



Finished DLT-19x

Finished E-11d
SE-14c in progress

Belt kit arrived, waiting for belt pouches before assembly.



1/27/25 finished SR-14R paint/assembly







Rough assembly and rigging of chest to ab.



straps made for connection point to be adjustable yet semi rigid. Dual loop elastic for give, but

support